Project Title	Funding	Strategic Plan Objective	Institution
•		Strategic Plan Objective	
I-CONNECT PLUS: Enhancing Community Participation for Adolescents and Adults with ASD Using Online Instruction, Coaching, and Accessible Self-Management Technologies	\$467,313	Q4.L.D	University of Kansas
A non-interactive method for teaching noun and verb meanings to young children with ASD	\$0	Q4.Other	Boston University
Clinical testing of a therapeutic video game, EVO	\$100,000	Q4.Other	Akili Interactive Labs
Let's Face It! 2.0: Training the dynamics of facial expressions for children with ASD	\$15,086	Q4.Other	University of Victoria
Neural Basis of Response to Virtual Reality Social Cognition Training in Adults with ASD	\$59,900	Q4.S.F	Yale University
evaluation of effects of intensity and duration on outcomes across treatment domains for children with autism spectrum disorder	\$45,100	Q4.Other	Center for Autism and Related Disorders (CARD)
Using eLearning to train educational staff to implement paired-choice preference assessments	\$12,000	Q4.S.C	Center for Autism and Related Disorders (CARD)
Intensity and Learning Outcomes in the Treatment of Children with Autism Spectrum Disorder	\$90,860	Q4.Other	Center for Autism and Related Disorders (CARD)
An Evaluation of the Impact of Supervision Intensity, Supervisor Qualifications, and Caseload on Outcomes in the Treatment of Autism Spectrum Disorder	\$57,000	Q4.Other	Center for Autism and Related Disorders (CARD)
An Evaluation of a Mobile Application Designed to Teach Receptive Language Skills to Children with Autism Spectrum Disorder	\$56,700	Q4.Other	Center for Autism and Related Disorders (CARD)
Enhancing Augmentative and Alternative Communication Speed and Accuracy	\$899,985	Q4.L.D	Speak Agent
A Comprehensive Tool Supporting Social and Emotional Learning Instruction for Students with High-Functioning Autism Spectrum Disorder	\$149,997	Q4.L.D	3-C Institute for Social Development
Phase 2: Animated Visual Support for Social Support (AViSSS); An interactive virtual experience for social skill development	\$0	Q4.Other	University of Kansas
Dynamic E-Learning to Improve Postsecondary Transition Outcomes for Secondary Students with High Functioning Autism	\$0	Q4.L.D	3-C Institute for Social Development
Enhancing Augmentative and Alternative Communication Rates in pre-K Through 6	\$0	Q4.L.D	Speak Agent
iSKILLS: The audio/video guidance repository for life skills	\$0	Q4.L.D	University of Georgia
Virtual reality applications for the study of attention and learning in children with autism and ADHD	\$399,277	Q4.L.D	University of California, Davis
Comparative Efficacy of a Self-directed and Therapist- assisted Telehealth Parent Training Intervention for Children with ASD	\$299,623	Q4.L.D	MICHIGAN STATE UNIVERSITY
NIH R21/R33: Transformative Co-Robotic Technology for Autism Intervention	\$228,848	Q4.Other	Vanderbilt University

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NRI: Music-based Interactive Robotic Orchestration for Children with ASD	\$228,552	Q4.Other	NEW YORK INST OF TECHNOLOGY	
Development of a novel neurotechnology to promote emotion recognition in autism	\$225,262	Q4.Other	VIRGINIA POLYTECHNIC INST AND ST UNIV	
Developing an Automated Emotion Training System	\$74,163	Q4.Other	VIRGINIA POLYTECHNIC INST AND ST UNIV	
Adaptive Response Technology for Autism Spectrum Disorders Intervention	\$377,082	Q4.Other	Vanderbilt University	
V-Motive: System for Comprehensive Therapy- Integrated Video Modeling	\$349,009	Q4.Other	EXPERIAD, LLC	
Wireless EEG System for Training Attention and Eye Movement in ASD	\$256,065	Q4.Other	University of California, San Diego	
Gaze Modification Strategies for Toddlers with ASD	\$249,750	Q4.Other	Yale University	
Online and In Person Parent Education/Support for Families of Children with ASD and Insomnia	\$20,000	Q4.S.H	UMKC Office of Research Services	
An experimental evaluation of matrix training to teach graphic symbol combinations in severe autism	\$0	Q4.S.G	Purdue University	
Evaluation of synchronous online parent skill training	\$0	Q4.L.D	The Research Foundation of the State University of New York	
Effectiveness of a virtual coach application in social skills training for teens with ASD	\$0	Q4.L.D	University of California, Los Angeles	
Home-based system for biobehavioral recording of individuals with autism	\$291,480	Q4.Other	Northeastern University	
HCC-Medium: Personalized socially-assistive human- robot interaction: Applications to autism spectrum disorder	\$0	Q4.Other	University of Southern California	
Individualized Adaptive Robot-Mediated Intervention Architecture for Autism	\$0	Q4.Other	Vanderbilt University	
SBIR Phase I: Say What I Feel	\$149,964	Q4.S.G	iTherapy LLC	
CAREER: Combining Crowdsourcing and Computational Creativity to Enable Narrative Generation for Education, Training, and Healthcare	\$104,537	Q4.Other	Georgia Tech Research Corporation	
EAGER: Studying Emotional Responses of Children with Autism in Interaction with Facially Expressive Social Robots	\$0	Q4.Other	University of Colorado, Denver	
A video modeling approach to teach abduction prevention skills	\$5,335	Q4.S.C	New England Center for Children (NECC)	